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1 // fo1/3/shapes/TextLine.java
2 //
3 //
4 // Copyright 2003 Bill Campbell and Ethan Bolker
5 // This file contains stubs for the methods.
6
7 /**
8  * A horizontal line of character text.
9  *
10 * @version 3
11 */
12
13 public class TextLine
14 {
15     /**
16      * Construct a TextLine.
17      *
18      * @param text the text of the line.
19      */
20     public TextLine( String text )
21     {
22     }
23
24     /**
25      * Paint this TextLine on Screen s at position (x,y).
26      *
27      * @param s the Screen on which this line is to be painted.
28      * @param x the x position for the line.
29      * @param y the y position for the line.
30      */
31     public void paintOn( Screen s, int x, int y )
32     {
33     }
34
35     /**
36      * Draw the TextLine to Screen s at position (0,0).
37      *
38      * @param s the Screen on which this line is to be painted.
39      */
40     public void paintOn( Screen s )
41     {
42         paintOn( s, 0, 0 );
43     }
44
45     /**
46      * Get the length of this line.
47      *
48      * @return the length in (character) pixels.
49      */
50     public int getLength()
51     {
52     }
53
54 }
55
56

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57     }
58     return 0; // replace with the right answer
59 }
60 /**
61  * Unit test for class TextLine,
62  * assuming Screen and Terminal work.
63  */
64 public static void main( String[] args )
65 {
66 }
67 }
68 }

```